YGGDRASIL

13+ | 90 MIN. | 1-6

Yggdrasil, the "terrible steed", a cosmic ash tree that supports the nine worlds, is in jeopardy. As the Ragnarök approaches, you, mighty among the Æsir and Vanir Gods, have to face the relentless advance of Evil Forces. You must sacrifice everything to prevent Evil from destroying Yggdrasil. The last battle, predicted since the dawn of time, is starting now. Your only aim is to repel the Evil Forces in order for Yggdrasil to survive this universe at war.

GAME FLOW

Yggdrasil is a co-operative game. Playing the role of a God, you must, with the other players, stop the advancing Evil Forces in Asgard.



NIDHÖGG | SURT | JÖRMUNGAND | FENRIR | HEL | LOKI

The Gods are playing alternately, clockwise, until the end of the game. During his turn, the active God :

1) TAKES AN ENEMY CARD

When an Enemy card is taken, its counter moves forward to the next space (on the right) in Asgard. Then the effect of the Enemy is applied.

2) PERFORMS THREE DIFFERENT ACTIONS

The active God performs three **different** actions among the nine at his disposal. Each action corresponds to one of the worlds of Yggdrasil.



Hel has been taken, her counter moves forward to the next space.

END OF THE GAME

DEFEAT

The Gods lose immediately if, **at the end of a God's turn**, one of the following conditions occurs :

- There are five Enemies or more beyond the wall of Asgard.



Surt, Fenrir, Nidhögg, Loki and Hel are beyond the wall of Asgard.

- There are three Enemies or more beyond the door of Valhalla.



Surt, Nidhögg and Loki are beyond the door of Valhalla.

- There is one Enemy in Odin's Residence.



Surt is in Odin's Residence.

VICTORY

The Gods win the game if they run out of Enemy cards and none of the above conditions have taken place (after the active God has applied the effect of the last Enemy card and performed his actions).

YGGDRASIL CHRONICLES

COMING Q4 2019

Scelfr Yggdrasils
ascr standandi,
ymr iþ aldna tré,
enn iötunn losnar;
hræðaz allir
á helvegom,
áðr Surtar þann
sefi of gleypir.

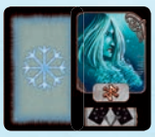


A NEW CAMPAIGN COOPERATIVE GAME

CONTENTS & SET UP


1 gameboard


42 Enemy cards


16 Giant cards


18 Artifact cards


4 linen bags

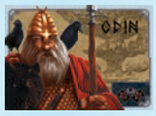

10 Special cards


1 Submerged Island tile


1 Valkyrie + plastic base


6 Unreachable World tiles


1 die


6 God sheets


47 Vikings


42 Fire Giants


1 Vanir


8 Elves


6 Enemies

Put the board in the middle of the table, so that all players can easily reach it. Place the die and the 6 Unreachable World tiles next to the board. Deal a God sheet to each player and put the ones you do not use away in the box.

1 Place a number of Elves equal to the number of players +1 on the World of the Elves ᚨ.
2 Place the Vanir on the first square of the Reinforcement Scale in the Sacred Land ᛒ.
3 Place the 6 Enemies on their initial position in Asgard ᛟ.
4 Place the 18 Artifact cards on the Dwarven Forge ᛏ.
5 Shuffle and place the 16 Giant cards face down on the Ice Fortress ᛚ.
6 Place the Valkyries on the Rainbow Island in Midgard ᛗ.
7 Place the Submerged Island tile on the Black Island in Midgard ᛗ.
8 Place 12 Fire Giants on the Kingdom of Fire ᛋ.
9 Place 5 Vikings on the World of the Dead ᚺ.
10 Prepare the 42 Enemy cards deck corresponding to the difficulty you want.
11 **Prepare the bags as follows :**





DIFFICULTY LEVEL

It is possible to vary the difficulty level of the game as you wish.
The 42 Enemy cards are a good starting deck in an introductory game (easy level).
Some Special cards make the game harder :
The Angry Enemy cards make an Enemy move forward two spaces instead of one (if possible). The effect of the corresponding Enemy is applied only once, after his move.
According to the difficulty level you choose, replace one to six Enemy cards with the appropriate Angry Enemy cards so that the deck still contains 42 cards.
The Ragnarök cards make several Enemies move forward one space at the same time.
The effect of the Enemies is not applied for these cards. When you want an even more difficult challenge, add one or several Ragnarök cards to the 42 Enemy cards.
We advise you to distribute the Special cards equally in the deck. To do so, divide the deck in a number of piles equal to the number of Special cards you want to insert. Add the Special cards to the top of each pile, then shuffle each pile and re-form the deck.

The number of players also has an influence on the difficulty level : the more the number of players is important, the more the game is difficult.

ACTIONS ON YGGDRASIL

Behind the thick wall
Enemies and warriors fall
But we can all see behind there
Odin on his rocky chair.

ASGARD

In Asgard, the Gods fight the Enemies and try to make them move backward. That is the main plot of the game.

The Enemies' combat force varies according to the area where they are located.



For instance, Hel has a combat force of 8, Jörmungand and Loki of 7, Nidhögg of 6 and Fenrir of 5.
The combat force of Surt was 6. When he loses a combat, he moves one space backward (toward the left). His combat force decreases to 5.

COMBAT

- Choose your opponent among the six Enemies or the Giants.
- Place a number of Vikings of your choice from your own stock (it is possible to place no Viking at all) on the World of the Dead (ᚺ).
- Roll the die.
- Add the number of hammer icons rolled to the number of discarded Vikings.
- If necessary, add to the result the bonus of the Artifact corresponding to the target Enemy. There is no Artifact corresponding to the Giants.
- Place a number of Elves of your choice from your own stock (it is possible to place no Elf at all) on the World of the Elves (ᚨ).
- Add to the above mentioned result the number of discarded Elves.
- If the result is equal or greater than the chosen Enemy's combat force, you win the combat ; if it is less, you lose.





For instance, Odin is fighting Surt who has a combat force of 6. Odin gets rid of 2 Vikings and rolls the die (result 2). So his force is 2+2=4. He adds his Artifact bonus +1 and gets rid of 1 Elf. His force is now 4+1+1=6. His force equals Surt's combat force, so Odin wins the combat.

If the God wins the combat, the Enemy moves backward (towards the left). Never apply the effect of an Enemy when he has moved backward.

If the God loses, nothing happens.

On the islands of the seven seas
A heavy toll to the Valkyries,
In honour of the Gods of war,
Will soon have to be paid by man.

MIDGARD

In Midgard, the Gods, thanks to the Valkyries, come and take the Vikings who are useful in combat.

1. If you want to, move the Valkyries

You can move the Valkyries forward from one island to another adjacent island. This is possible even if the arrival or initial island is submerged.



The Valkyries can be moved toward the White island or the Green island which is submerged. They can also stay on the Blue island.

2. Then look for the vikings' souls on the island where the Valkyries are.

Once in your turn, you can fetch souls on the island where the Valkyries are situated, provided that the island is not submerged. The Valkyries' starting point is the Rainbow Island. No searching can be performed on this island.

Looking for souls consists of taking three counters from the bag corresponding to the island where the Valkyries are situated. If there are less than three counters in the bag, the player takes all the remaining counters.
The active God keeps the Vikings he has taken from the bag and returns any Fire Giants that were drawn back to the bag.



Odin takes the green bag that corresponds to the island where the Valkyries are. He takes 3 counters : 2 Vikings and 1 Fire Giant. He keeps the 2 Vikings and puts back the Fire Giant in the green bag.

Note : It is not forbidden to check the bags' contents during the game ; however the less you do it, the more challenging the game is, the more you deserve to win.

ACTIONS ON YGGDRASIL

In the shadow of rocks,
The dwarves prepare their folks.
For the final battle they build
Weapons with their unique skill.

DWARVEN FORGE

Nidavellir

The Dwarves supply the Gods with Artifacts that give them a bonus during the combat. This permanent bonus can not be neglected.

Take a Level 1 Artifact of your choice in the Dwarven Forge

or

Put a Level 1 or 2 Artifact back in the Dwarven Forge in order to take a Artifact with an immediately superior level. These two Artifacts have to hit the same Enemy. You should note that the effect of the Artifacts applies as soon as they have been taken.
A God is allowed to have several **different** Artifacts. Different Gods are allowed to have the same Artifact, with a different level.



Odin puts back the level 2 Ring and takes the level 3 Ring. From now, he has a permanent bonus of +3 against Hel during his combats.

On Frey's call
Nature's force awakens,
A glorious light glistens,
The Elves go at war.

WORLD OF THE ELVES

Alfheim

The Elves permit the Gods to counterbalance a wrong result of the die during combat.

Take an Elf from the World of the Elves.

This action cannot be performed if there is no more Elves on this World.



From the Dragon's home,
A horrid poison flows
That the Gods must counteract
Otherwise they may trespass.

WORLD OF DARKNESS

Niflheim

The swaps permit the Gods to save themselves from a critical situation.

Take, give, or exchange Elves and/or Vikings with one other God only.



Odin gives 2 Vikings and 1 Elf to Freyja.

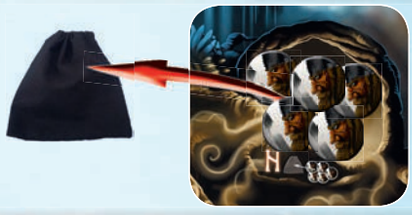
Those dead in disdain
Will soon join Hel's land.
They have lost all their illusions
And will perish in their dungeons.

WORLD OF THE DEAD

Helheim

The Gods can manage the contents of the bags. Good management of the bags is required for victory.

Add to the Island bag of your choice 5 Vikings that you have taken from the World of the Dead. If there are less than 5 Vikings, add what is available.



Following Surt's order,
The Gods' scourge of fire
Will devour all in its path,
Uncontrollable is their wrath.

KINGDOM OF FIRE

Muspellheim

The Gods can clear the bags of Fire Giants. That is another way of managing the bags.

Take 5 counters out of the Island bag of your choice. If there are less than five counters in the bag, take all the remaining counters Place the Fire Giants you have taken on the Kingdom of Fire. Put the Vikings you have taken back into the bag.



Among the 5 counters, 3 Fire Giants have been taken : they are placed on the Kingdom of Fire. The Vikings are put back in the bag.

ACTIONS ON YGGDRASIL

In snow, frost and ice,
Giants live in vice,
In their fortress Utgard,
They revel in hatred of the Gods.

ICE FORTRESS

Jötunheim

The Giants appear thanks to Loki's power. They restrict the Gods' actions. To fight them may become necessary. Moreover, the defeated Giants may be combined to activate the power of a Rune.

Fight against an active Giant (see Loki) or the top Giant of the pile that is face down without turning him face up. The combat force of any Giant is 3. (See the «COMBAT» chapter)
If the God wins the combat, the Giant is discarded face up next to the board and its effect is not active anymore. The Gods share the discarded Giants pile.

If the God loses, the Giant remains on the face down pile if that is where it came from or, if it was active (face up), it remains active.

When 4 Giants corresponding to the same Rune have been defeated, the active God immediately applies the effect of the corresponding Rune.



Odin is fighting the Giant Gialp who prevents the Gods from performing actions on the Kingdom of Fire. He wins the combat with a force of 3. He discards Gialp who has the third part of the Daeg Rune. With Gialp's defeat, the Kingdom of Fire is accessible again.

POWERS OF THE RUNES

Sigel Rune : Take up to 15 Vikings from the World of the Dead and give them to the Gods as you want.

Daeg Rune : During the next 3 turns, the Gods do not draw an Enemy card from the deck.

Mann Rune : Move one Enemy counter 3 spaces backwards.

Tiwaz Rune : Move 3 Enemy counters one space backwards.

EFFECTS OF THE GIANTS

Prevents the Gods from bringing the Valkyries on the submerged island (but not making them leave). Turn over the Submerged Island tile on the whirlpool side when this Giant is active.

Cancels every Gods' power.

Prevents the Gods from performing any action on the targeted world (place the Unreachable World tile on the corresponding world as a reminder).

Prevents the Gods from rolling the die during combats. Only Vikings, Artifacts and Elves' forces are considered.

Adds 1 to the combat force of the indicated Enemy (turn the Enemy counter over on the +1 side as a reminder) or Giants.

After the war of the Vanes
All the prisoners were hanged
Help has now to be brought
To the Æsir they once fought.

SACRED LAND

Vanaheim

The Vanir gives the Gods a way of capitalizing their actions in order to get what they need at the right moment.

Move the Vanir one square forward on the Reinforcement scale.

or

Put the Vanir back on the first square of the scale and apply the effect indicated by the square where the Vanir used to be or any other one on its left.



For instance, the active God can put the Vanir on the first square and either take 2 Vikings or move the Valkyries. Otherwise, he can move the Vanir one square forward : another God will be able to use his action to apply the effects corresponding to this new position.

- Move the Valkyries one island in Midgard without looking for souls. Moving through the whirlpool is still forbidden.
- Take two Vikings directly from the World of the Dead.
- Rearrange the 6 first cards on the top of the Enemy deck.
- Move an Enemy one space back in Asgard.
- Discard a Giant of your choice from the Giant pile without fighting against it then shuffle the Giant pile.

Enemy Effects

At the beginning of each turn, when a player takes an Enemy card from the stack, he moves the corresponding counter forward to the next space (on the right). The effect of the Enemy is applied. His power is determined by the area that he has just arrived in.



These 8 spaces are divided on 5 areas of 1, 2, 2, 2 and 1 spaces respectively.

It should be noted that the last space (Odin's residence) does not trigger the Enemy's effect but can lead to the Gods' defeat.

The power of the effect is symbolized by the  .

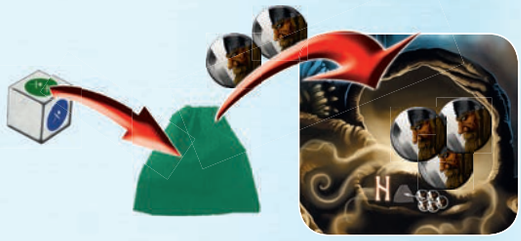
Once the effect of the Enemy card has been applied, the card should be placed on the discard pile.

For instance, the player takes the Hel Enemy card :
His counter moves forward to the next space.
Its effect applies with a power of 2.



A giantess gave birth to me,
But in Helheim, I was soon rejected.
Those who died on their straw beds
Will end in these dark bowels.
With their nails, Naglfar I build,
This ghastly cursed ship,
Ready to leave for Yggdrasil.

Hel



Hel, the Goddess of the Dead, empties the bags of their Vikings to take them to the World of the Dead.

Roll the die.
Its result refers to an Island bag. From the selected Island bag, take a number of Vikings equal to the power of the effect in Hel's arrival area. The Viking counters that Hel removes from the bags are not placed on the World of the Dead any more, but are permanently discarded. The Gods cannot use them again during the game.
If there are not enough Vikings left in the bag, take all the remaining Vikings.

The Die is pointing out the green bag. Hel is located in the fourth space, just beyond the wall of Asgard. In this area, the power of the Enemies' effects is 2. So, the active God removes 2 Vikings from the green bag.



With the flame most devouring,
With the shadow most stifling,
Bolting from beyond the sun
I lead to war Muspell's children.
My steps make the Bifrost collapse,
My sword the world tree entraps,
Soon reducing to ash Yggdrasil.

Surt



Surt takes the Fire Giants to attack Midgard. He pollutes the bags with the Fire Giants counters.

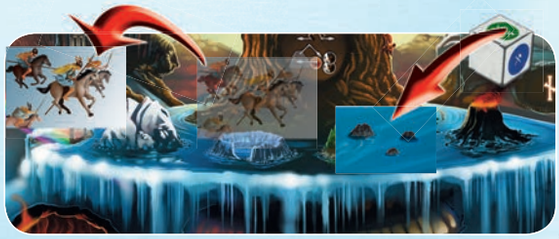
Roll the die.
Out of the Kingdom of Fire, take the number of Fire Giants equal to the power of the effect in the Surt's arrival area.
Put these counters in the Island bag indicated by the die.
If there are not enough Fire Giants left on the Kingdom of Fire, take all the remaining Fire Giants.

The Die is pointing out the blue bag. Surt is located in the fifth space, in front of the door of Valhalla : his effect's power is 2. The active God puts 2 Fire Giants in the blue bag.



Thrown in Midgard sea,
I am the father of whirlwind.
I have become a mighty snake
And am the master of the lakes.
The rage of my heart is endless
No one can confront my strength
I will soon crush Yggdrasil.

Jörmungand



Jörmungand impedes the Gods' plans in Midgard. He prevents them from looking for the souls on one of the four islands. Moreover, he pushes back the Valkyries on the Rainbow Island.

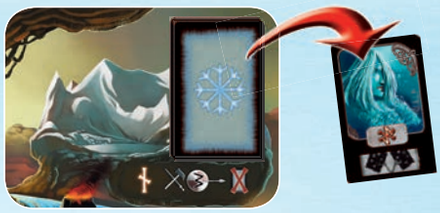
Roll the die.
Place the Submerged Island counter on the Midgard Island indicated by the die.
Put the Valkyries back on the Rainbow Island.
Jörmungand's effect is not dependent on its power.

ENEMY EFFECTS



Known as a brother by the Gods
Between them I sow discord.
Master of words and trickery
I sometimes smile to my army
But though I seem to repent
My fearsome bow I have just bent
Towards the world tree Yggdrasil.

LOKI



Loki, the traitor, calls the Giants to spread panic in Yggdrasil.

Take the number of Giant cards equal to the power of the effect in Loki's arrival area.
Place these cards, face up, next to the Ice Fortress. These Giants become active, which means that their effect applies immediately and lasts as long as they are in play.
If there are not enough Giant cards in the Ice Fortress, put in play all the available Giants.

Loki moves on the third space, in front of the wall of Asgard. His effect's power is still 1. One Giant card is taken and placed next to the Ice Fortress. That is Gialp : from now, the Gods are not allowed to perform the action corresponding to the Kingdom of Fire until Gialp is defeated.



In Niflheim, the traitors' bodies,
Are an exquisite delicacy.
The solar eagle is my enemy.
On the third root I feed,
Torturing the world tree.
The venom contained in my teeth,
Will soon poison Yggdrasil.

NIDHÖGG



Nidhögg speeds up the game. He drags an Enemy. Beware ! this effect can be tragic.

Move the Enemy that is farthest behind (it can be Nidhögg) forward one space to the right, without applying any effect.
If several Enemies are farthest behind, the Gods choose which one they want to move forward.
Nidhögg's effect is not dependent on its power.

Nidhögg drags Surt, who was the Enemy that was farthest behind.



Confronted by their deepest fear
The Gods made me their prisoner.
But no chain can ever stop me,
Only Gleipnir could control me.
Those years are over I confess,
The wrath they tried to suppress,
Is about to consume Yggdrasil.

FENRIR



Fenrir makes the Gods waste their actions. He is a formidable Enemy. Do not let him move forward too far !

When a player has taken Fenrir from the stack, he has no choice : he **must**, with his actions, try to calm him down before performing any other action. **Each new attempt is considered as an action.**
In order to calm him down, the player has to roll the die and obtain the following results :

- , or if Fenrir's power is .
- or if Fenrir's power is .
- if Fenrir's power is .

When Fenrir is calmed down, you can perform the remaining actions you have ; but all the while he is angry, it is impossible to perform any other action.
If Fenrir is still angry after you have performed your actions, the next God will have to try to calm him down too (after having taken an Enemy card from the stack and applied its effect).

If Fenrir is taken from the stack as he is still angry, his counter moves forward but his effect does not apply. The new Fenrir card should be placed on the discard pile. The active God goes on trying to calm him down.

Odin has taken Fenrir who moves forward one space and passes behind the wall of Asgard : his power is 2. In order to calm him down, Odin rolls the die :
First action : result : black : he must do it again.
Second action : result green : he must do it again.
Third action : result : green : he fails once more. His turn ends.

The following player, Thor, takes an Enemy card : Surt. He moves forward Surt's counter and applies his effect. His first action must be to try to calm down Fenrir. He rolls the die. Result : white - Fenrir is calmed down. Thor can perform his 2 remaining actions.

GODS' POWERS

TRANCE

In renouncing my divinity,
My brothers' power grew mightily.
For, by the magic of the Sejdr,
These worlds and I are now bound.

In a selfless act of sacrifice, a God can enter a trance to increase all of the other Gods' power. In addition to the original nine, Gods can perform a new one.

For one action, the active God can enter or leave a trance. Simply turn the God sheet over to the other side (normal or trance). The active God cannot enter and leave a trance during the same turn.



Trance

As long as a God is in a trance, he and all the Gods get a new power: the Trance Power of the God under the trance. The Trance Power can be used by any of the Gods, including the one under the trance. However

- This God under a trance loses his Personal Power and
- the God under a trance cannot perform an action in Asgard, i.e., the God under a trance cannot attack one of the six enemies.

	Personal Power		Trance Power
 Odin	At the beginning of his turn, Odin draws 2 Enemy cards instead of one, chooses which one he wants to play and puts the other one back on or under the deck.	*King of the Gods, you are a warrior,* *For you, heroes die with honor.* *To become cunning and wise,* *To Mimir, you gave one of your eyes.*	When they play on the Ice Fortress and defeat a Giant, the Gods discard the Giant of their choice, one who is active or one who is still in the deck.
 Thor	Thor has a permanent bonus of +1 for combat.	*Son of Odin, your strength is colossal* *But you are also agile.* *Against you, giants are warned,* *You protect the people of Midgard.*	The combat strength of each Giant is reduced by 1.
 Frey	Frey can perform 4 actions (intead of 3) during his turn, but they still have to be different.	*You are a Vanir and out of love* *You chose to give up your sword.* *By Miming it had been made,* *You might trespass without this blade.*	On the Sacred Land, the Gods apply all the effects of the track up to and including the point where the Vanir is. Then, it is put back on the first space of the track.
 Heimdall	Heimdall can take 4 counters instead of 3 when he looks for souls in Midgard.	*Guardian of the Bifrost Bridge* *You have very alert senses* *And when horn Gjallarhorn you blow* *Down Asgard may have to bow.*	All the Gods (including Heimdall) now have Heimdall's Personal Power as the Trance Power.
 Tyr	Tyr can roll the die twice and choose one of the results in any situation.	*Odin's brother, your judgement is feared,* *Without an arm you appear,* *To overcome the wolf's wrath,* *Only you did not change path.*	When fighting, the Gods do not discard Vikings until after rolling the die.
 Freyja	Freyja can perform 2 of her 3 actions on the same world. She can enter and go out of the Trance during the same turn.	*First of the Valkyries,* *You rule the warrior's heaven.* *With your necklace and your cloak,* *You can kill in only one stroke.*	When they fight, only half of the Vikings used (rounded down) is placed in the World of the Dead. The other half is given to Freyja.

Designers : Cédric Lefebvre & Fabrice Rabellino
Artwork : Pierô & Gwendal Le Roux

WWW.LUDONAUTE.FR

Ludonaute™

© 2018 Ludonaute
20 Boulevard Dethez
13800 Istres France
contact@ludonaute.fr